

## APPENDIX B

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--PseudoCode example of user events (mouse and key events)
-- producing a recorded Action
5  -- Alan Peterson
-- Copyright 1994, Apple Computer, Inc.
--
-- note to the programmer: these examples assume a garbage collection
model
10 -- of memory management. It goes without saying that if you are not
working
-- in this kind of environment, you will have to properly dealocate
the
-- objects/structures created.
15
on summarize (action1, action2)
    --assumes exiting function after "return" is executed
    if action1's actionClass = action2's actionClass then
        if action1's actionClass = 'DeleteObjects' then
20             set action3 to new action
             set action3's actionClass to 'DeleteObjects'
             set action3's objects to (action1's objects &
action2's objects)
             return action3
        else if (action1's actionClass = 'MoveObjects') and ~
            (action1's objects = action2's objects) then
            set action3 to new action
            set action3's actionClass to 'MoveObjects'
            set action3's objects to action1's objects
30             set action3's fromLoc to action1's fromLoc
            set action3's toLoc to action2's toLoc
            return action3
        end if
    end if
35     return false
end summarize

on ReplayNextAction
    global ActionList, currentAction
40     set ActionToReplay to currentAction
    repeat
        set summary to summarize(ActionToReplay,
nextAction(ActionList, currentAction))
        if summary then
45             set ActionToReplay to summary
            set currentAction to nextAction(ActionList,
currentAction)
        else
            exit repeat
50         end if
    end repeat
    Replay(ActionToReplay)
    set currentAction to nextAction(ActionList, currentAction)
end ReplayNextAction
55

```